



# Level 1

Number of Players: 2 to 6  
For Younger Players

**Cards Used:**



**SET UP:**

- Shuffle the blue deck of 38 Marvel™ character cards and place them into a pile face down in easy reach of all the players.
- Shuffle the green deck of 10 level 1 phase cards and deal one card face up to each player. These cards show the players what they need to collect to win the game.
- The phase cards remain face up during the entire game to remind players what they are trying to collect.

**LET'S PLAY!**

- The youngest player goes first and then play goes around in a circle. Each player in turn takes a card from the top of the deck and places it face up in front of them.
- Players continue taking cards from the deck until they have 3 cards that match their phase card.
- In the event that all the cards have been taken and there is no winner, collect all the cards from the players that do not match their phase card. Shuffle these cards and form a new face down pile.

**END OF THE GAME AND THE WINNER:**

- The first player to collect what is shown on their phase card shouts "Superhero" and wins the game!

**ALTERNATE PLAY:**

- Play in rounds. The player who wins the round, or phase, gets to keep their phase card. Collect the rest of the phase cards and the character cards, shuffle them separately. Deal one of the remaining phase cards to each player. Then play another round.
- The first player to win 3 phase cards wins the game!



# Level 2

Number of Players: 2 to 6  
For Older Players

**Cards Used:**



**SET UP:**

- Shuffle the blue deck of 38 Marvel™ character cards. Then deal out 4 cards face down to each player. Players may look at their own cards, but do not show the other players. Place the remaining cards into a pile face down in easy reach of all the players. Next to this pile will be the face up discard pile.
- Deal the level 2 phase cards face up to each player. These cards show the players what they need to collect in order to win each phase.

**LET'S PLAY!**

- The phases are played in order from 1 to 10 as listed on the level 2 phase cards.
- The youngest player goes first and play proceeds in a circle. Each player in turn takes a card from the top of the deck and adds it to their hand of 4 cards. The player ends their turn by discarding 1 card from their hand to the face up discard pile next to the face down pile of cards. Players can choose from either the draw pile or the discard pile for the remainder of the game.
- Players can only have 4 cards in their hand at a time during the game. Play continues until a player has four cards that match the phase. One card counts for one match even if the card contains two items needed to complete the phase.
- If all the cards have been taken and there is no winner, collect the cards in the face up discard pile and shuffle them to form a new face down pile.

**END OF THE GAME AND THE WINNER:**

- The first player to collect what is shown on their phase card shouts "Superhero!" and wins the phase!
- Collect the character cards and shuffle them. Now you're ready to play the next phase. Deal 4 cards face down to each player.
- All players advance to the next phase at the same time.
- Play is repeated until all 10 phases have been completed.
- Players keep track of the numbers of phases he or she has won.
- The player who won the most phases wins!



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